YAMAHA

DIGITAL MIXING CONSOLE

CL SERIES

CL StageMix V4.5 User Guide

StageMix

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Welcome:

Thank you for downloading the "CL StageMix" iPad app for the Yamaha CL series digital mixing consoles.
The latest firmware version for CL series can be downloaded from
www.yamahaproaudio.com

StageMix is an application for the Apple iPad that provides remote control of Yamaha CL series digital mixing console functions via a simple, intuitive graphical interface from anywhere within wireless range. The software has been specifically designed to allow engineers to adjust monitor mixes from the performers' positions on stage, directly controlling mix parameters via the iPad rather than having to rely on verbal directions to a second engineer. The result is better mixes in less time; a huge advantage during high-pressure pre-show setup. Although StageMix is focused on the requirements for adjusting monitor mixes on stage, its range of features is continually expanding, allowing it to be used for a wider variety of remote control functions.
Note: iOS applications may not be supported in your area. Please check with your Yamaha dealer.

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1.0 System Requirements

- Apple iPad (any model including iPad mini)
- Yamaha CL series digital mixing console with V1.7 or V2.0 firmware
- Wi-Fi access point (preferably with 802.11n, 5GHz capability, though 2.4GHz and 802.11g will also work)
- CAT5 cable (to connect the console to a Wi-Fi access point)
- iOS: iOS 5.0 -7.x

2.0 Wi-Fi Settings

Configure the Wi-Fi access point, following the manufacturer's instructions. No special settings are needed, but using security such as WPA is highly recommended, to prevent unwanted devices from joining the network. Here are some suggested settings to assist less experienced Wi-Fi users:

1. Give the wireless network a name (this is the "SSID").
2. Choose a security mode (such as WPA) and password.
3. Select the wireless mode (802.11g or n).
4. In the case of "n", select the wireless band (2.4 or 5GHz).
5. If available, enable "Auto Channel Selection" so the wireless channel with the least interference will be selected.

802.11n networks at 5GHz are preferred because they allow faster communication between the iPad and the Wi-Fi access point. Practically, this could result in more accurate level metering with the StageMix app. Also, with 802.11n being a newer standard, it is less prone to interference from other wireless networks. Using a Wi-Fi access point with 2 or more external aerials is recommended to increase potential signal range. Booster aerials could be connected for a further increase in performance.

3.0 Getting Started

3.1 CL series Network Setup

Connect the Wi-Fi access point to the CL series console's network port via a CAT5 cable. Note that a cross-over cable will be needed with older access points that don't have the "auto MDIX" function. Most recent devices will support "auto MDIX", in which case a straight CAT5 cable can be used.

Make sure your Ethernet cable is connected to a LAN port on your Wi-Fi device and not the WAN port.

Note the IP address and MAC address of the CL series console - they will need to be entered into the iPad later. They can be found in the console as follows:

a. Press the [SETUP] button on the CL series touchscreen
b. Press [NETWORK] on the CL series touchscreen

3.2 iPad Wi-Fi Settings

The iPad can be configured using either DHCP or a Static IP address.

3.2.1 Using DHCP

Dynamic Host Configuration Protocol (DHCP) is a network protocol that enables a server to automatically assign an IP address to a device. Use the following steps to configure your iPad using DHCP.

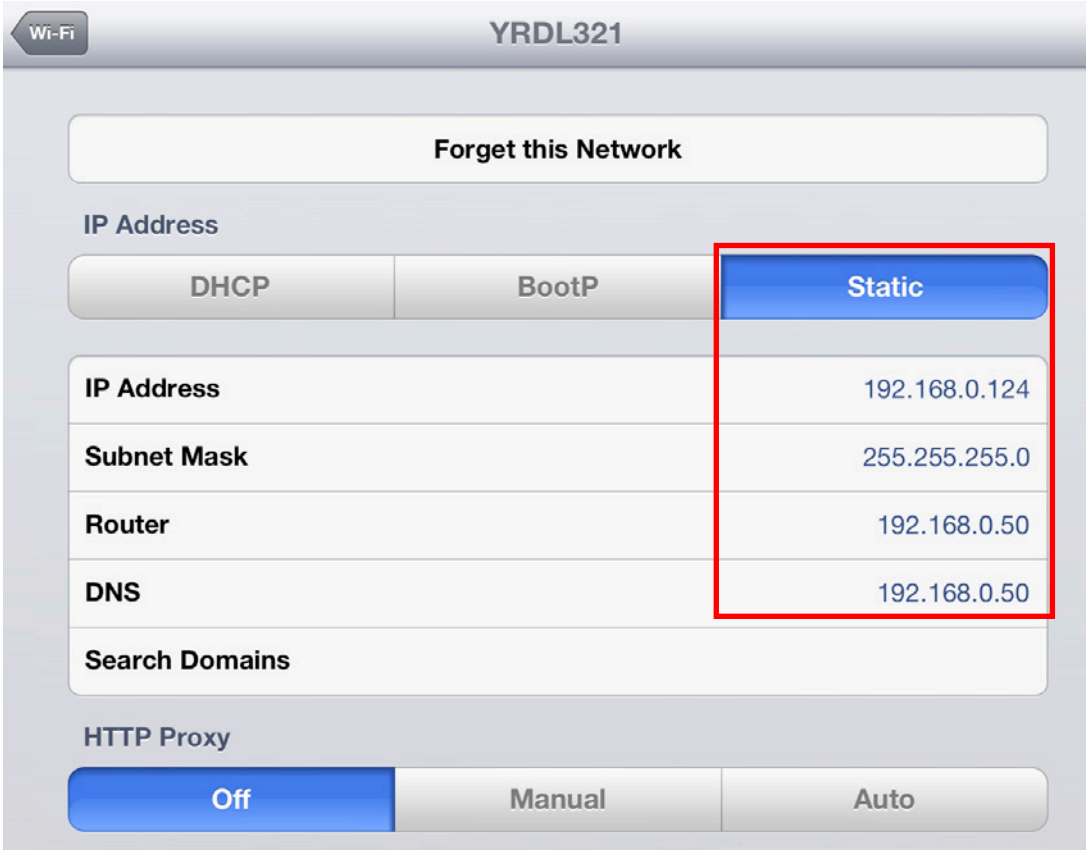
a) Open the iPad "Settings" menu
b) Select "Wi-Fi", and choose the correct network
c) Press the blue circle with the white arrow to the right of the selected network to edit the IP address.

d) Select [DHCP] and ensure that your iPad receives data for the IP Address, Subnet Mask, Router and DNS.
e) Select [Renew Lease] if this data is not applied.
f) If the settings are successfully applied, press the iPad's Home button to exit the Settings menu.

Note:
・Make sure that the subnet of the IP address is the same as that of the CL series console.
・If DHCP settings are not applied after step (e), please check your DHCP server settings (refer to 10.4 for further advice). Alternatively, setup your iPad using a Static IP Address.

3.2.2 Using a Static IP Address

a) Open the iPad "Settings" menu
b) Select "Wi-Fi", and choose the correct network
c) Press the blue circle with the white arrow to the right of the selected network to edit the IP address.



d) Select [Static]
e) IP Address: enter an IP Address similar to the one for the CL series console, but with just the last number different. (For example, if CL series console is 192.168.0.128, give an address to the iPad such as 192.168.0.127).
f) Subnet Mask: enter “255.255.255.0”.
g) Router: enter the IP Address of your Wi-Fi Access Point (printed on the bottom of the device or in the user’s manual)
h) DNS: enter the IP Address of your Wi-Fi Access Point (as in step g)
i) Press the iPad’s Home button to exit the Settings menu.

3.3 StageMix Setup

Launch the “CL StageMix” App

The “Select Mixer” screen will appear. From this screen, you can do any of the following things:

- Access the OFFLINE DEMO mode to explore the features and user interface of CL StageMix.
- Configure StageMix to work with a CL console.
- Select a CL console that has already been configured to work with your iPad and begin using StageMix.

3.3.1 OFFLINE DEMO

If [OFFLINE DEMO] is pressed in the “Select Mixer” screen, the functions of StageMix will operate independently of any mixing console. It is a useful way to demonstrate and learn how to use the app without the need for a mixer. Level meters and most Scene Memory functions do not work in this mode.

3.3.2 Configure StageMix to Work with a CL series Console

i. Press [ADD MIXER] to open the following screen:

ii. Tap on the blank Name field and enter a name for your CL series console using the iPad’s onscreen keyboard.

iii. Enter the CL series console's IP address noted in 3.1. The default IP Address may not need to be changed but confirm this in the Network Setup screen of the CL series console (refer to 3.1). If you need to modify the IP Address in StageMix, make sure you include the dots between the sets of numbers (as shown above).
iv. Enter the CL series console's MAC address noted in 3.1. When entering the MAC Address, the colons between sets of characters will be automatically added by StageMix.
v. Select the Model of CL series console.
vi. Press the [ADD MIXER] button at the bottom of the screen.

3.3.3 Select a Mixer and Begin Working

If your iPad has been configured to work with a CL series console, select the mixer from the list and press [CONNECT]. (The model of mixer (CL1, CL3 or CL5) will appear in smaller text below the mixer's name.)

The message "Syncing With CL…" will appear while StageMix is obtaining parameters from the console. After this process is complete, the Mixer window will appear and StageMix is ready to be used.

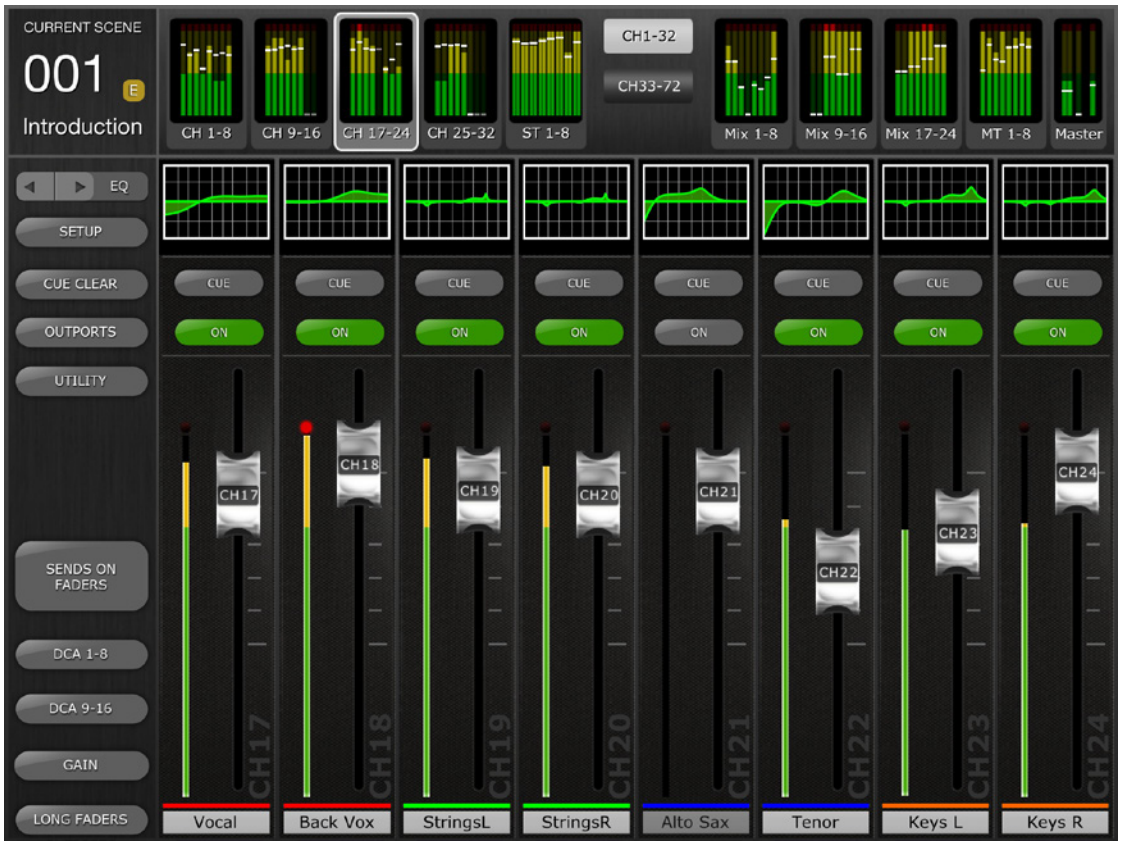
If StageMix cannot connect with your console, refer to the Troubleshooting section (10.0) at the end of this document for possible solutions.

3.3.4 Edit Mixer Configurations

The parameters of a saved Mixer Configuration can be viewed and edited by tapping the right arrow button next to a mixer's name. This will open the Edit Mixer screen which allows the Name, IP Address and MAC Address to be verified and edited using the procedures described in section 3.3.2. After editing, press [SAVE MIXER] to save any changes.

4.0 Mixer Window

The main page of the StageMix is called the “Mixer” window. It shows the EQ curves, Pan positions, Dynamics status, [CUE] and [ON] buttons, faders, level meters, and channel names and colors for eight adjacent channels.



Across the top of the screen, level meters and faders are displayed in blocks of channels for mono Input Channels 1-32, Stereo Input Channels 1-8, Mix and Matrix busses, and the Master Stereo and Mono busses. This is the “Navigation/Meter Bridge”.

4.1 Channel Bank Navigation

Press any of the “Navigation/Meter Bridge” blocks to select the bank of channels to be viewed and controlled in the channel strips below.

4.2 Layer Navigation

Press the [CH 1-32] or [CH 33-72] button to make those banks of channels available in the “Navigation/Meter Bridge”. Stereo Inputs 1-8 are available as part of the [CH 1-32] bank.

The Layer Navigation button displays black text on a white background to indicate the active Layer.

4.3 Channel Names and Colors

The name and color of each channel appears in StageMix as it does in the CL series console. The names are dimmed if the channel is switched off.

Double-tap on the channel name in the Mixer window to edit the name and color. Type in a name and press [return]. Alternatively, navigate to another channel using the left/right cursor buttons above the keyboard. This allows multiple channels to be named before closing the keyboard.

4.4 Faders

Each fader has its channel number displayed on its cap. The fader cap must be touched to allow the level to be adjusted. When a fader cap is touched, its background will lighten and its current dB value will be displayed. Using the iPad's multi-touch facility, up to eight faders can be moved simultaneously.

Note: "Multitasking Gestures" must be turned Off in the iPad in order to allow four or more faders to be adjusted simultaneously (refer to 10.8 for details).

4.4.1 Long Faders

Press the [LONG FADERS] button at the bottom-left corner of the Mixer window to allow more accurate adjustment of fader levels. In this view, EQ, Pan, Dynamics and the "Navigation/Meter Bridge" are not visible.

4.4.2 Navigation in Long Faders Mode

Although the "Navigation/Meter Bridge" is not visible in Long Faders mode, it is possible to navigate up or down in banks of 8 channels using the left/right arrow buttons in the upper left area of the Mixer window.

Press the [LONG FADERS] button in the bottom-left corner again to return to the Mixer Overview.

4.5 Channel ON

Press [ON] to change the on/off status of the channel. The button is green when the channel is on. When a channel is off, its name and level meter will dim and its fader position shown in the “Navigation/Meter Bridge” will also dim.

If a channel is muted as part of a Mute Group, the ON button will blink.

4.6 CUE

The [CUE] buttons for each channel control the mixer’s Cue functions. Their operation mode corresponds to the status of the Cue Mode in the Setup screen (refer to 9.2).

When [LAST CUE] mode is active, only one channel can be cued at a time. When [MIX CUE] mode is selected, multiple channels can be cued simultaneously.

The [CUE CLEAR] button will cancel any cues that have been activated. This is useful when there are multiple cues to cancel, and when some are hidden in other layers.

4.7 Master Bank

Pressing the [Master] block in the “Navigation/Meter Bridge” will cause channels from the master section to appear in the fader strips. Included in this block are the Stereo Master channel, Mono Master channel and the Monitor Level and On control.

Note: there are two EQ thumbnails above the Stereo Master channel. Parametric EQ is always linked for the left and right sides of the Stereo Master channel. However it is possible to have independent GEQs assigned to the left and right side of the Stereo Master.

4.8 GAIN

The gain for each input channel can be controlled using the faders in StageMix. Press the [GAIN] button in the lower left area of the Mixer window to enter GAIN mode.

Note: the [GAIN] button will only appear when a bank of Input Channels are selected since there are no Gain parameters for Output Channels.

Input channels can have both Analog and Digital Gain parameters. When GAIN mode is selected, a second button labelled [DIGITAL] appears above the [GAIN] button.

If the [DIGITAL] button is not highlighted, then Analog Gain mode is active. The background behind the channel faders will be dark red to indicate that StageMix is in Analog Gain control mode.

Faders can be moved to change the Analog Gain for each channel. The gain value of each head amp will be displayed above the fader while any fader cap is being touched. Up to 8 faders can be adjusted simultaneously.

Faders will only appear for channels that have a head amp available.

4.8.1 Digital Gain

When Gain Mode is active, the user can also adjust the Digital Gain for any channel. Press the [DIGITAL] button to assign all StageMix faders to control the Digital Gain parameters. The background will change to a blue shade to indicate that Digital Gain mode is active.

4.8.2 Gain Compensation Mode

Gain Compensation can be activated for each input channel independently in CL series consoles. In Analog Gain mode, a [GC] button in each channel strip allows Gain Compensation to be turned On or Off from StageMix.

The [GC] button will only be available for channels that are patched to a Rio I/O Rack that provides Gain Compensation capability. The [GC] button will turn blue when Gain Compensation is active for that channel.

In Analog Gain mode, a blue dot will appear next to the fader to indicate the original Analog gain position. If Gain Compensation is turned off for a channel, the gain control fader will return to this position. (Refer to the CL series console's Owner's Manual for more detailed information about Gain Compensation mode and functions.)

4.8.3 Analog Gain / Digital Gain Link

When the [LINK] button is enabled for an input channel, any changes made to the Analog Gain will be linked to the Digital Gain.
Note: this feature is only available for CL V2.0 firmware or higher.

The [LINK] button will only be available for channels that are patched to a Rio I/O Rack that provides Gain Compensation capability.

Note: although the [LINK] button may be enabled or disabled at any time, linking of Analog and Digital Gain only occurs when Gain Compensation is active for the input to that channel.

4.8.4 ALL GC ON

Press the [ALL GC ON] button to activate Gain Compensation for every channel in the console that is patched to a Rio I/O Rack input which provides the Gain Compensation capability. A confirmation dialog will appear before this function is executed.

4.8.5 ALL GC OFF

Press [ALL GC OFF] to turn off Gain Compensation for all channels. A confirmation dialog will appear before this function is executed.

4.8.6 Input Port

When GAIN mode is active, the input port assigned to each channel will be displayed at the top of each channel strip (EQ, Pan and Dynamics are not displayed when GAIN mode is active). Input Port is a display-only parameter and cannot be edited from StageMix.

4.8.7 Phantom Power

The 48V phantom power status for each input channel is also displayed at the top of each channel strip when GAIN mode is active. The 48V indicator will appear in red when phantom power is active.

Phantom Power for each channel can be switched On or Off from StageMix if the relevant preference is ON in the SETUP screen (refer to 9.6). Tap on the [48V] button and a confirmation popup will appear.

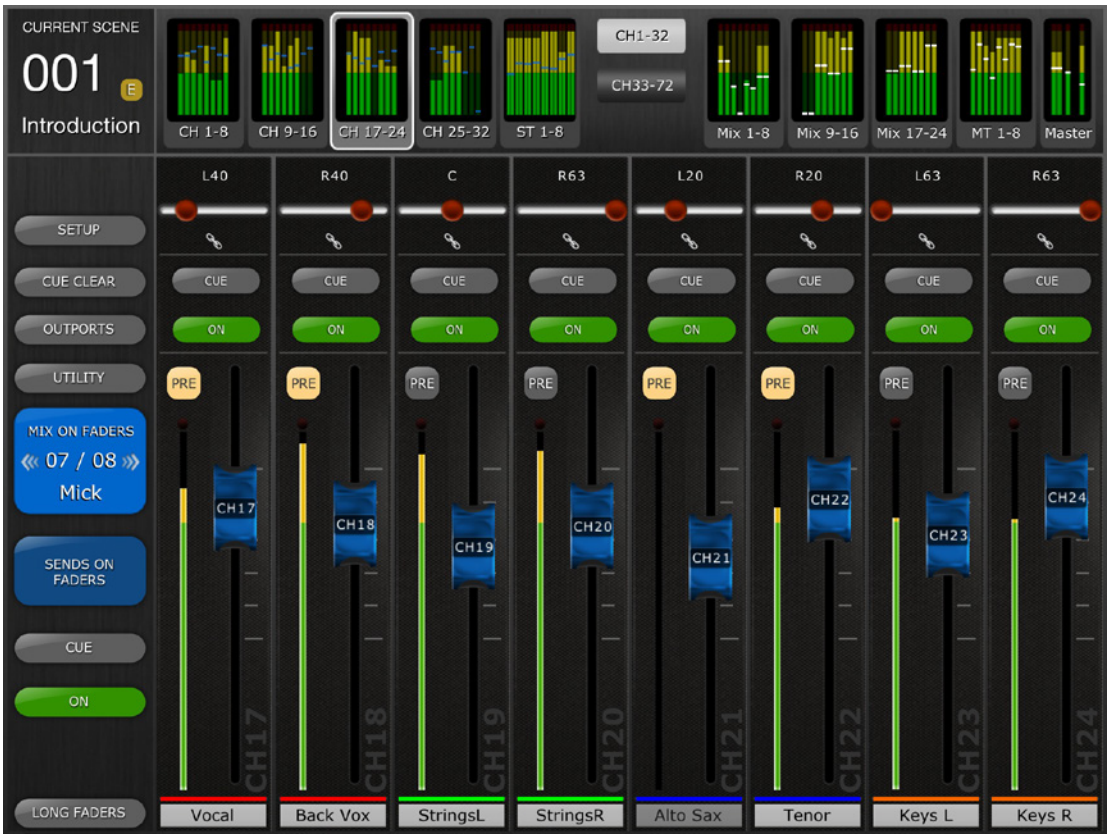
By default, the 48V phantom power indicators are display-only and cannot be edited from StageMix.

4.8.8 Phase

The Phase setting for each input channel appears near the top of the channel strips when GAIN mode is active. The Phase setting can be edited from StageMix by pressing this button. The button will have a grey background when the Phase setting is normal and will change to an orange background when Phase is reversed.

4.9 SENDS ON FADERS

Press the [SENDS ON FADERS] button in the left column of the Mixer screen to access sends to Mix Busses. In “SENDS ON FADERS” mode, each fader controls the send level from its channel to the currently selected Mix. The fader level indicators in the “Navigation/Meter Bridge” will show the positions of all the Mix Send Levels if the appropriate Preference is On in the Setup screen (refer to 9.5).



The large [MIX ON FADERS] button displays the currently selected Mix Bus number and its name. The color of this button matches those used in the CL console.

[CUE] and [ON] buttons appear below the [SENDS ON FADERS] button, allowing the currently active Mix Bus to be Cued and turned On/Off.

There are two ways to select a target Mix Bus:

a) Use a swipe gesture on the [MIX ON FADERS] button to increment/decrement through the Mix and Matrix Busses.

b) Press the [MIX ON FADERS] button to access a popup screen which allows direct selection of any Mix or Matrix Bus.

Choose the “Target Mix Bus” from Mix 1-24 and Matrix 1-8. The currently selected Mix will appear as a white button with a check mark. Stereo pairs appear as single large buttons.

When a Mix, Matrix or Master block is selected in the “Navigation/Meter Bridge”, the [SENDS ON FADERS] button is not available.

4.9.1 Mix Send Levels

When in “SENDS ON FADERS” mode, the fader in each channel strip controls the level being sent from that channel to the currently selected Mix Bus.

Note: if a Mix Bus is set to “Fixed” mode, send levels to that Mix Bus are fixed at 0dB and cannot be adjusted. Mix Send faders will not appear when a Mix Bus set to “Fixed” mode is selected.

4.9.2 Mix Sends ON

In “SENDS ON FADERS” mode, the [ON] button in each channel strip is used to turn On/Off the Mix Send from each channel to the currently selected target Mix bus.

4.9.3 Mix Send PRE/POST

The send from each channel can be assigned to be Pre or Post fader. A button above the meter in each channel strip displays the Pre/Post state and can be pressed to change the state. The [PRE] button appears yellow when On and grey when Off.

4.9.4 Global PRE/POST

Press and hold a [PRE] button to make global Pre or Post fader assignments. A popup will appear providing the following options:

- ALL MIX/MATRIX BUSSES PRE FOR THIS CHANNEL
- ALL MIX/MATRIX BUSSES POST FOR THIS CHANNEL
- CURRENT MIX/MATRIX BUS PRE FOR ALL CHANNELS
- CURRENT MIX/MATRIX BUS POST FOR ALL CHANNELS

4.9.5 Stereo Mix Pan

When a Stereo Mix Bus is active as the “Target Mix Bus”, a Pan slider will be available at the top of each channel strip in “SENDS ON FADERS” mode. Adjusting this slider will change the Pan position for that channel’s send to the currently active Stereo Mix Bus. The Pan position’s numerical value appears above the slider.

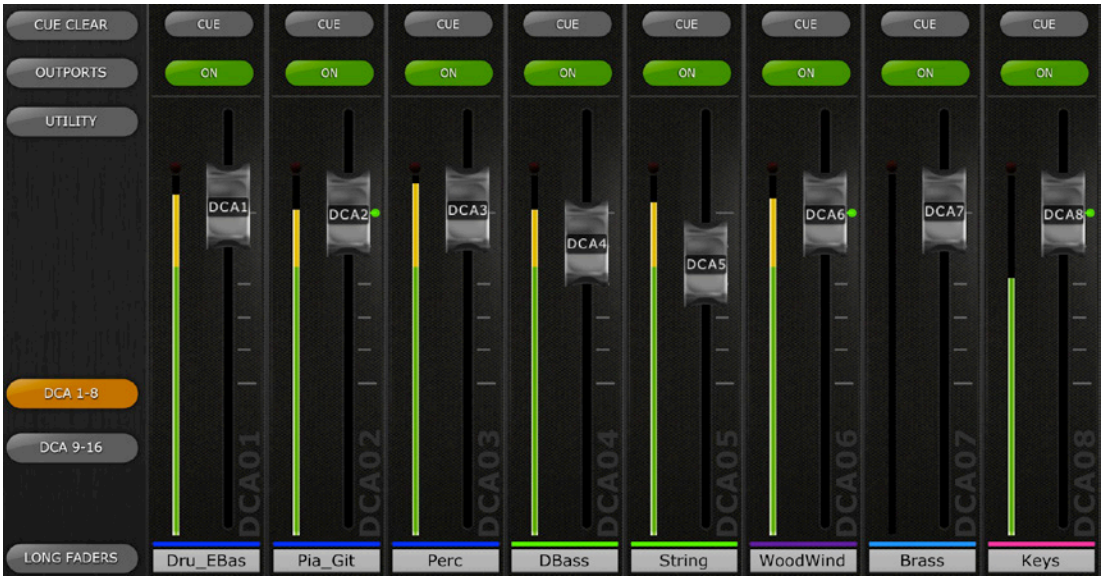
If the Pan Link function is active for the currently active Stereo Mix Bus, a link icon will appear below the Pan slider. When Pan Link is active, adjusting a channel’s Pan slider will affect the Pan parameter for that channel to the Master Stereo Bus and all other linked Stereo Mix Busses.

Note: Pan Link mode for each Stereo Mix Bus can only be activated in the console, not from StageMix.

To exit “SENDS ON FADERS” mode, press the [SENDS ON FADERS] button in the left column.

4.10 DCA FADERS

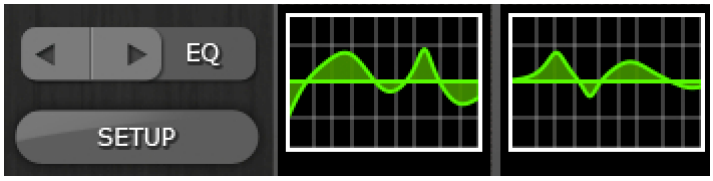
Press the [DCA 1-8] or [DCA 9-16] button to access the console's 16 DCAs. A green LED will appear next to each DCA fader when it is set to exactly 0dB. DCA faders can be quickly set to exactly 0dB by double-tapping on the fader if the relevant Preference is On in the Setup screen (refer to 9.8).



Press the [DCA 1-8] or [DCA 9-16] button again to exit the DCA fader bank and return to the previously selected bank. Alternatively, press any bank in the "Navigation/Meter Bridge" to directly access that fader bank.

5.0 EQ / PAN / DYNAMICS

The thumbnail area at the top of each channel strip displays an EQ curve, the Pan position, or Dynamics status for that channel.



The buttons to the left of the thumbnails are used to select between EQ, PAN and Dynamics mode by tapping on the left or right cursor button.

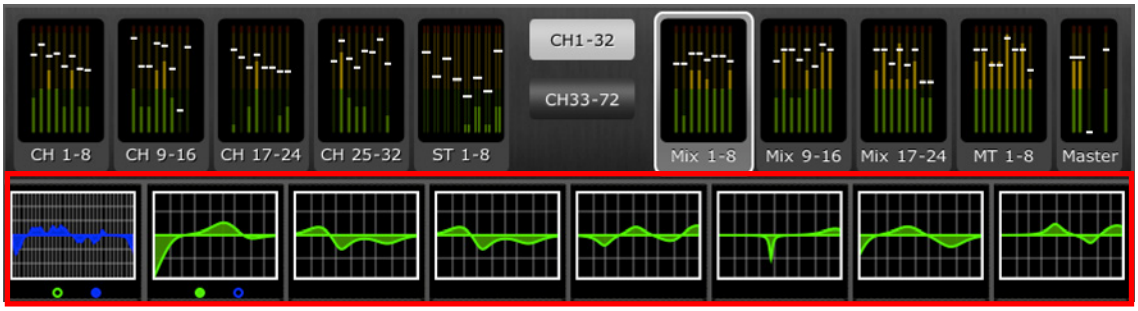
5.1 EQ

Every channel in the CL series console has a dedicated Parametric EQ (PEQ). CL series consoles also have Graphic EQs (GEQs) that can be assigned (inserted) on input or output channels.

Note: assignment of GEQs to channels must be done on the console and cannot be done in StageMix.

5.1.1 EQ Curve in Mixer Window

The EQ curve section on the Mixer Window will show the user whether a GEQ is available on any channel. If a GEQ is available on a channel in addition to PEQ, the user will be able to view the curve for either of these EQs and access the editing screen for either type of EQ.



Green and blue dots below each EQ curve indicate the types of EQ available on that channel, and the type of EQ (PEQ or GEQ) that is currently displayed for that channel. A green dot indicates PEQ and a blue dot indicates GEQ. When only PEQ is currently available on a channel, no dots will appear below the curve. (In Demo mode, GEQs appear on Mix busses1, 7 and 8).

Every channel in a CL console has two insert points and GEQs can be inserted into either of these points. A blue dot in the middle of the EQ thumbnail area represents a GEQ in Insert 1 and a blue dot on the right side represents a GEQ in Insert 2. The green dot for PEQ will always be on the left side of the thumbnail area.

In the example above:

- Mix Bus 1 has a GEQ in Insert 1, and GEQ is currently being displayed (the blue dot is solid and the curve is blue).
- Mix Bus 2 has a GEQ in Insert 2, and PEQ is currently being displayed (the green dot is solid and the curve is green).
- Mix Busses 3-8 have only PEQ available so no dots are displayed below their EQ curves.
- In Demo mode, GEQs appear on Mix busses1, 7 and 8.

5.1.2 Selecting PEQ or GEQ

On any channel displaying both a green and a blue dot below the EQ curve, the user can select either of those EQ types to be displayed by using a swipe gesture in the EQ curve area.

If a PEQ curve is currently displayed, swiping from right to left will cause the GEQ curve to be displayed.

If a GEQ curve is currently displayed, swiping from left to right will cause the PEQ curve to be displayed.

Note: it is possible to insert GEQs into both Insert 1 and 2 in the CL console. In this case, two blue dots will appear below the thumbnail and each can be accessed by swiping in the curve area.

5.1.3 Accessing the EQ Editing Screens

To access PEQ or GEQ editing, tap on the EQ curve to open the appropriate EQ Editing Screen.

- If a PEQ curve is displayed, the PEQ editing screen will be accessed.
- If a GEQ curve is displayed, the GEQ editing screen will be accessed.

Note: the EQ editing screen will be accessed when the finger is removed from the curve. Swipe gestures will not cause the Editing screen to be accessed.

5.2 PARAMETRIC EQ EDITING

The current channel's Name, Color, Fader, Level Meters, [ON] and [CUE] buttons are shown in the left column. At the bottom-left, there are "previous" and "next" arrow buttons for navigating to different channels.

- Tap and release on either of these buttons to navigate up or down to the next available channel.
- Press and hold either button to access an array of buttons that provide direct navigation to any available input or output channel in the console.

Buttons above the channel strip section provide direct access to the Dynamics editing screen for the currently selected channel. If a GEQ is assigned to that channel, these buttons will also provide direct access to the GEQ editing screen. Navigation between these screens follows this pattern:

PEQ <-> GEQ <-> DYN <-> PEQ <-> GEQ etc..

Note: the In/Out meters display the levels going In and Out of the EQ section.

One band of Parametric EQ can be adjusted at a time. Press one of the green circles to select the band, and it will be highlighted yellow. EQ bands in StageMix are labelled as follows:

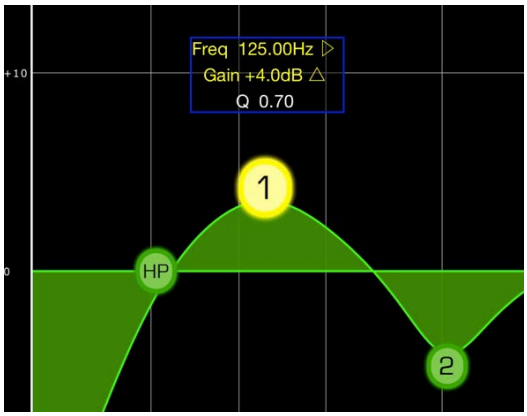
HP = HPF (input channels only)
1 = Low Band
2 = Low-Mid Band
3 = High-Mid Band
4 = High Band

The current values for Freq, Gain and Q will be displayed for the currently selected EQ band.

Gain and Frequency can be adjusted by dragging the circle around the graph. Q is adjusted by using the iPad's "pinch" gesture: hold one finger (or thumb) on the screen while moving another finger closer or further away from the first.

TIP
The most comfortable and accurate way of adjusting Q is to use a vertical pinch movement with the thumb and forefinger.

While an EQ band is being moved, the parameter value will turn yellow to indicate that it has changed. The little arrows show which direction the band should be moved to return to its previous position.



In some cases, it may be necessary to adjust the gain without altering the frequency. Or to adjust the frequency without changing the gain. In this case, the "Gain Lock" or "Frequency Lock" functions can be used. These buttons are located at the top of the EQ graph.

The "Lock" buttons affect all 4 bands (but not the HPF). When a band is adjusted, the locked parameter value becomes red. The lock function is automatically turned off when you navigate to a different channel or select a different EQ band.

5.2.1 HPF

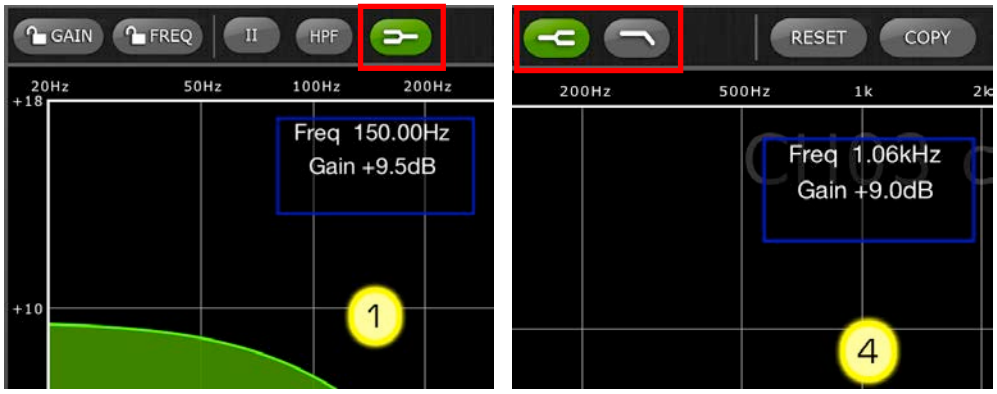
When any input channel is selected in the EQ Editing Screen, an [HPF] button appears at the top of the EQ graph. Press this button to switch the HPF on/off. When the button is green, the HPF is On. HPF has no Gain or Q parameter: only frequency.

The Slope of an Input Channel's HPF can be adjusted between -6dB and -12dB per octave by pressing the buttons in the floating display above the HP dot.
Note: this feature requires CL console firmware V1.5 or higher.

When an output channel is selected in the EQ Editing Screen, the [HPF] button will only appear if band 1 is assigned to the HPF function.

5.2.2 EQ Bands 1 & 4

EQ bands 1 & 4 have additional choices of band-type. Both these bands can be assigned to function as a shelf or a bell, and band 4 can also function as a Low Pass Filter. Band 1 can also be a HPF for Mix, Matrix and Stereo/Mono Master channels. When one of these bands is selected, the relevant additional buttons are shown above the EQ graph.



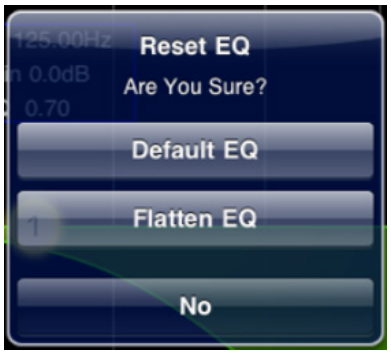
5.2.3 EQ ON

The channel EQ can be switched on/off with the [EQ ON] button towards the top-right of the EQ screen. It is green when the EQ is on. When the EQ is switched off, the EQ curve will be grey.

5.2.4 EQ RESET

The [RESET] button above the EQ curve allows the EQ to be reset to either its Default values or to Flat. After pressing [RESET], an "Are You Sure?" popup will be displayed before the action is executed.

- Selecting "Default EQ" will reset all EQ parameters for the selected channel back to their default values, including HPF.
- Selecting "Flatten EQ" will set the Gain of bands 1-4 to 0dB, but will not change the Q and Frequency values.
- Select "No" to cancel and exit this function.



5.2.5 EQ TYPE

The default EQ Type for every PEQ is Type I. This can be changed to Type II by pressing the [II] button at the top of the EQ editing screen.

To exit from the EQ window and return to the Mixer window, press the [MIXER] button at the top-right of the display.

5.2.6 PEQ COPY/PASTE

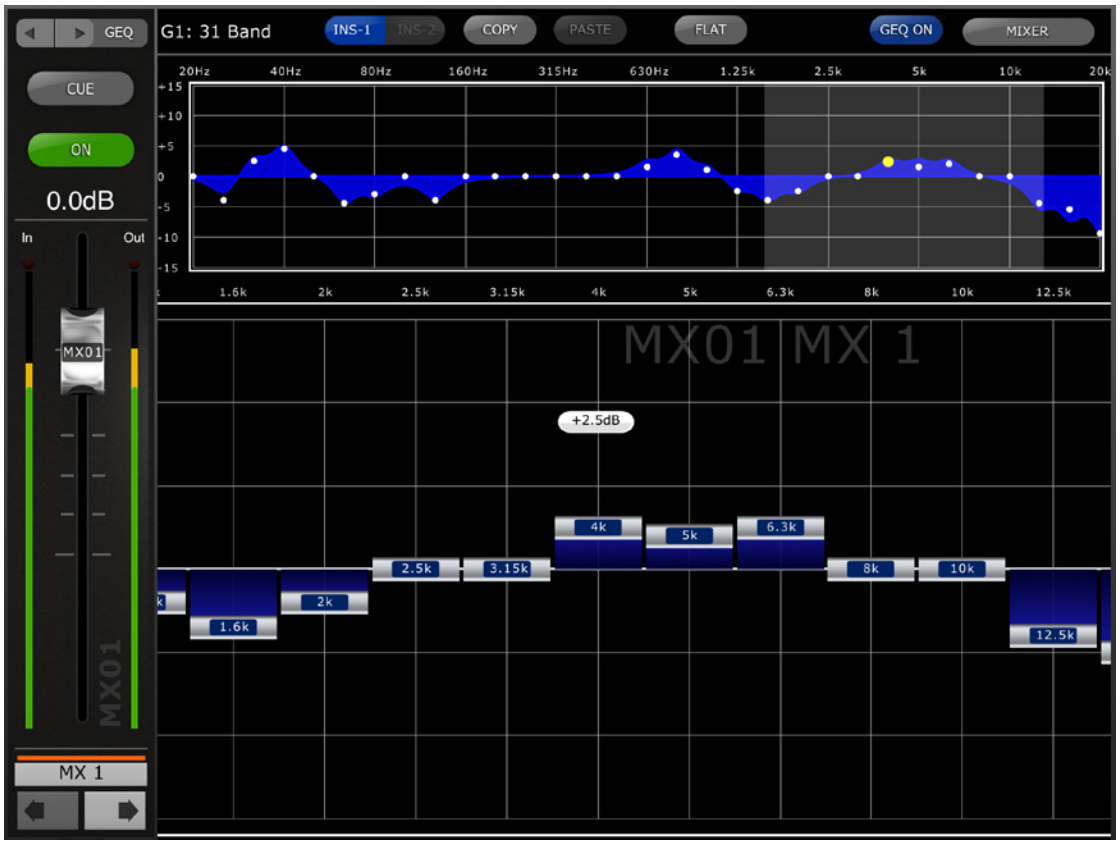
Parametric EQ parameter settings can be copied and pasted from one PEQ to another. Press the [COPY] button to capture the parameter settings of the current PEQ. Navigate to another channel and press [PASTE].

Note: the [PASTE] button will only be available when a suitable channel has been selected. PEQs for Input Channels can only be copied to other Input Channels, and PEQs for Output Channels can only be copied to other Output Channels.

5.3 GRAPHIC EQ EDITING

GEQ Overview

In the upper portion of the GEQ Editing Screen, the complete GEQ curve is displayed along with the gain positions for all 31 bands. White dots represent the position for each of the 31 bands. (These dots change to yellow and become larger when they are being touched in the Editing section below.)



The current channel's Name, Color, Fader, Level Meters, [ON] and [CUE] buttons are shown in the left column. At the bottom-left, there are "previous" and "next" arrow buttons for navigating to different channels. Pressing these buttons will only access other channels that have GEQs assigned to them.

Note: the In/Out meters display the levels going In and Out of the EQ section.

5.3.1 Navigation in the GEQ Overview Section

Tapping anywhere in the GEQ Overview will cause the GEQ sliders in the Editing section to jump to that range of the GEQ (represented by a light grey area in the overview). Touching the selected range in the Overview and dragging it left / right will scroll the range of GEQ sliders.

5.3.2 Rack Position

In the upper-left area of the GEQ screen, the Rack position of the channel's GEQ will be displayed. In the screenshot above, this GEQ is located in position G1 of the GEQ racks.

5.3.3 GEQ Type

Next to the Rack position, the type of GEQ is identified as either “31 Band” or “Flex 15”. In the case of a Flex 15 GEQ, a larger-sized number indicates the remaining number of available bands for that GEQ. As each band is adjusted away from 0dB, the number of available bands will decrease. This number will turn red when no further bands are available to be edited.

5.3.4 Insert Position

The button next to the GEQ Type indicates whether the GEQ is inserted into Insert 1 or Insert 2. In the rare case of having GEQs inserted in both positions, this button can be used to select between the two GEQs.

Note: this feature is only available for CL V2.0 firmware or higher.

5.3.5 Editing GEQ Bands

Sliders in the lower portion of the GEQ screen allow each band of EQ to be edited. Multiple bands can be edited simultaneously with up to 10 bands appearing at any one time. Touch the silver sliders for one or more bands and move them vertically to adjust the gain for each band. The gain parameter value will appear in a floating display above any GEQ slider while it is being touched.

Note: sliders will become transparent and cannot be operated when there are no remaining bands available for a Flex 15 GEQ.

5.3.6 Navigation in the GEQ Editing Section

In addition to navigation in the upper GEQ Overview section, swipe gestures can be used to navigate through the GEQ bands in the lower editing section.

5.3.7 GEQ ON

The [GEQ ON] button in the upper-right part of this screen turns the GEQ On or Off. The button appears blue when GEQ is On and turns grey when GEQ is Off. When Off, the GEQ display curve will also turn light grey.

5.3.8 GEQ FLAT

The [FLAT] button will reset all GEQ bands to 0dB. A confirmation dialog will appear before this function is executed.

5.3.9 GEQ Copy/Paste

GEQ parameter settings can be copied and pasted from one GEQ to another. Press the [COPY] button to capture the parameter settings of the current GEQ. Navigate to another channel that has a GEQ assigned and press [PASTE].

Note: the [PASTE] button will only be available when a suitable GEQ has been selected. Only 31 Band GEQs that use up to 15

bands can be copied to a Flex 15 GEQ. Settings copied in the CL series console cannot be pasted in StageMix.

To exit from the GEQ window and return to the Mixer window, press the [MIXER] button at the top-right of the display.

5.4 PAN TO STEREO BUSSES

When PAN mode is selected using the buttons described in section 5.0, all 8 thumbnail images will display a slider showing the position of the Pan to the Stereo Busses for each channel. A numeric Pan position value appears above each slider.

Double-tap on the slider to set the Pan position to Center.

Text shows whether each channel is assigned to the ST, Mono or the LCR busses.

- "ST" is displayed in red if the channel is assigned to the Stereo bus.
- "M" is displayed in yellow if the channel is assigned to the Mono bus.
- "LCR" is displayed in white if the channel is assigned to LCR.

These text indicators are display-only and these assignments cannot be edited from StageMix.

5.4.1 Balance

Stereo Inputs 1-8 can be assigned to either Pan or Balance mode in the CL series console. "BAL" will be displayed below the pan slider when a Stereo Input channel is in Balance mode. The pan slider is used to adjust the Balance.

When "BAL" is not displayed, Stereo Input channels are in normal Pan mode. The Pan position for the left and right sides of the Stereo Input channel can be adjusted independently in Pan mode. A button displaying [L] or [R] will appear above the Pan slider in this mode. Press this button to toggle between the Left and Right sides of the Stereo Input channel to adjust the Pan position for each side.

Mix and Matrix Busses provide a Balance control when they are configured as stereo pairs. "BAL" will be displayed below the pan slider when a Mix or Matrix Bus is configured as a stereo pair.

5.5 DYNAMICS PROCESSORS

When DYN mode is selected using the buttons described in section 5.0, the status of both of the channel's dynamics processors can be seen:

Dynamics 1 is displayed at the top of the thumbnail with Dynamics 2 at the bottom. (Output channels have only Dynamics 1.)

The threshold parameter value for each Dynamics is displayed numerically and also graphically via a white vertical line.

A horizontal meter bar displays the input level to each Dynamics processor moving from left to right. This bar is dimmed if the Dynamics processor is Off.

Alternatively, this horizontal meter bar can display the level of the Key-In signal going to a dynamics processor. This can be selected for all channels globally using a Preference on the SETUP screen: Display Key Input for Dynamics Meters (refer to 9.13).

For all dynamics types except Gates, an orange horizontal meter bar displays the amount of Gain Reduction, moving from right to left. This bar is not visible when the Dynamics processor is Off.

For Gates, three colour bars in green, yellow and red indicate the state of the Gate. Only one of these bars will be lit at any time depending on the opened/closed status of the Gate.

Dynamics Processor Type

When either Dynamics section is assigned to a Dynamics Type other than a Gate or Compressor, text will be displayed to indicate the Dynamics Type. The text labels are as follows:

DUCK = DUCKING
EXP = EXPANDER
DeES = DE-ESSER
CMPND = COMPANDER

5.6 DYNAMICS PROCESSOR EDITING

Tap on any of the Dynamics thumbnails in the Mixer Window to access the Dynamics Editing screen.

The left side of this screen (Channel Strip) is identical to the EQ Editing screen with channel fader, On button, Cue button, input and output meters, channel name, colour and navigation buttons.

Both Dynamics 1 and 2 can be viewed and edited simultaneously in the Dynamics Editing screen. A graphical curve for each dynamics processor displays the affect of non time-based parameters on the dynamics processor's behaviour. A gain reduction meter appears below each curve.

5.6.1 Default

The [DEFAULT] button resets the dynamics parameters to the default settings for the current type of dynamics processor.

5.6.2 Copy/Paste

The [COPY] button copies the dynamics processor settings. This includes the type of dynamics processor and its parameter values. The [PASTE] button pastes the settings to a dynamics processor in any channel.

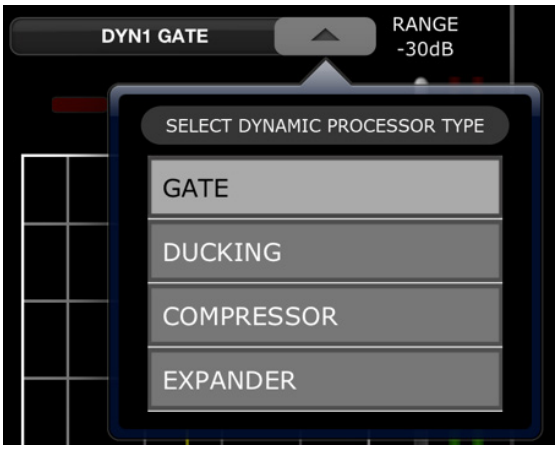
Note: it is not possible to paste the dynamics processor settings to a dynamics processor that does not allow that type of processor to be assigned (e.g. a Gate cannot be assigned to Dynamics Processor 2). In this case, the [PASTE] button will be greyed out and inactive.

5.6.3 Dynamics On

The [DYN ON] button turns the Dynamics On/Off. This button is purple when On and grey when it is Off.

5.6.4 Dynamics Type

A button above each Dynamics curve display allows the Dynamics Type to be selected.



Press this button then select the Processor Type from the drop-down menu.

5.6.5 Threshold

All Dynamics processors have a Threshold parameter. This parameter value is set using a vertical slider to the left of the Dynamics curve display. Next to the Threshold slider is a meter which displays the level of the Key In signal. By default, the Key In signal is the channel's own signal (Self), post EQ. But if the Key In is changed to any other signal, this meter will display that signal's level.

5.6.6 Range and Ratio

Depending on the Dynamics Processor type, a Range or Ratio parameter will be adjustable using a vertical slider to the right of the dynamics curve.

In and Out meters appear to the right of this vertical slider. The In meter displays the signal level going into each dynamics processor and the Out meter displays the signal level after dynamics processing.

5.6.7 Other Dynamics Parameters

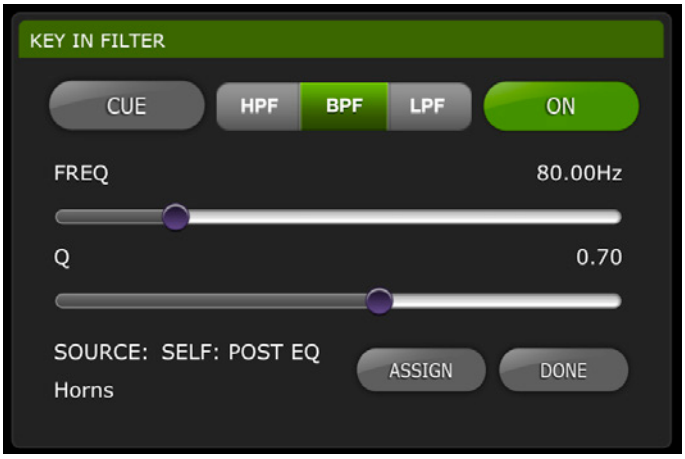
All other dynamics processing parameters are adjusted using horizontal sliders below each dynamics curve.

For Compressor and Expander processors, the value for the Knee parameter is selected using a range of buttons ranging from Hard to 5.

5.6.8 Key In

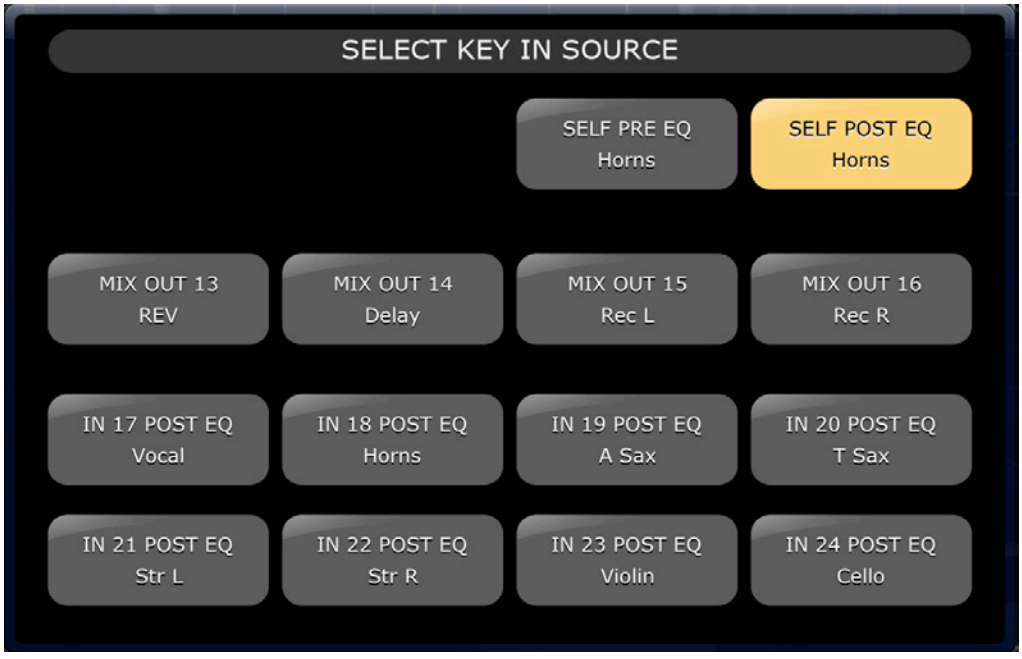
The Key In source is displayed at the bottom of each Dynamics section.

For Gate and Ducking processors, a Key In Filter is available. Tap the [EDIT] button to edit the Key In Filter parameters.



[CUE]: Tap this button to Cue the Key In signal
[HPF]/[BPF]/[LPF]: Select the Key In Filter type among these choices.
[ON]: This button is used to activate the Key In Filter.

Press the [ASSIGN] button to access a pop-up that allows the Key In Source to be selected.


SELECT KEY IN SOURCE
SELF PRE EQ Horns
SELF POST EQ Horns
MIX OUT 13 REV
MIX OUT 14 Delay
MIX OUT 15 Rec L
MIX OUT 16 Rec R
IN 17 POST EQ Vocal
IN 18 POST EQ Horns
IN 19 POST EQ A Sax
IN 20 POST EQ T Sax
IN 21 POST EQ Str L
IN 22 POST EQ Str R
IN 23 POST EQ Violin
IN 24 POST EQ Cello

6.0 OUTPORTS

The OUTPORTS button provides access to the following functions:

- Output Port Delays
- Output Port Phase
- Output Port Gain

Press the [OUTPORTS] button on the left side of the Mixer window to enter this mode. Press the [OUTPORTS] button again to exit this mode.

6.1 Navigation

When the [OUTPORTS] button is active (highlighted in dark pink), the Navigation/Meter Bridge changes to display banks of output ports. Press any of the “Navigation/Meter Bridge” blocks to select the bank of channels to be viewed and controlled in the channel strips below.

Buttons on the right or left of the Navigation/Meter Bridge provide access to another set of output port banks.

6.2 Output Port Identification

At the bottom of each channel strip, the physical Output Port name is displayed. This is display-only and cannot be edited. An abbreviation of the Output Port name is also displayed on the fader knob.

The Output Bus number (e.g. Matrix 1) assigned to each Output Port is displayed at the top of each channel strip. The name of each Output Bus is displayed below its number.

6.3 Delay On

Press [DELAY ON] in each channel strip to change the On/Off status of the Delay for each Output Port. The button is **yellow** when the Delay is On (active).

6.4 Delay Time Display

The current delay time value for each Output Port is displayed in a button. The top value is always displayed in milliseconds.
Below the ms value, the delay value is also displayed in Meters, Feet or Samples. The choice depends on the currently selected delay scale.

Note: if ms is selected as the Delay Scale, then only the ms value is displayed.

Tap on this button to edit the Delay Time value (refer to 6.7)

6.5 Output Port Phase

A Phase button is available in each Output Port channel strip. The Phase setting can be edited by pressing this button. The button will have a grey background when the Phase setting is normal and will change to an orange background when Phase is reversed.

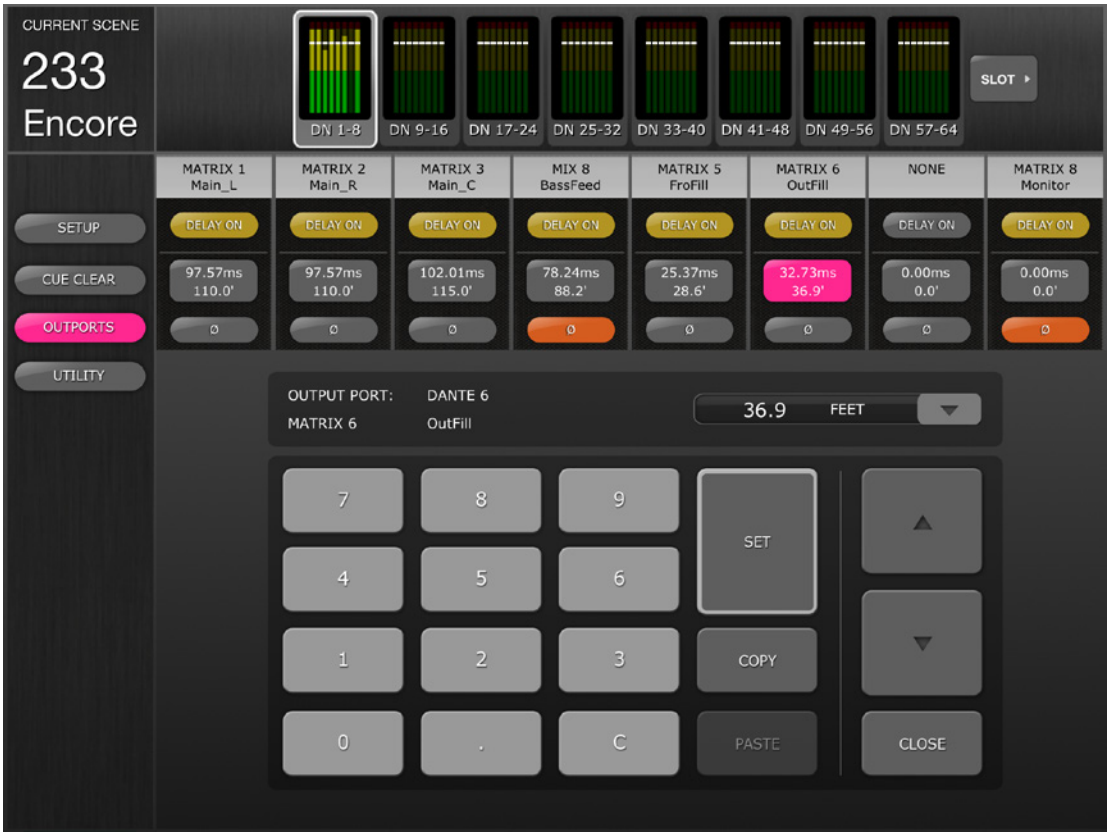
6.6 Output Port Gain

A fader in each channel strip allows the Output Port Gain to be adjusted in 1dB steps. The gain value is always displayed above each fader. Fine adjustments can be made by tapping on the dB value. This will cause a popup to appear that allows the gain value to be adjusted in 0.1dB steps by tapping the up or down arrows.

6.7 Delay Time Editor

Tap on any of the Delay Time Display buttons to access the Delay Time Editor. The button for the Output Port channel being edited will be highlighted in dark pink.

The currently selected Output Port, and the Output Bus and its name are displayed.



6.7.1 Delay Scale

The currently selected Delay Scale is displayed next to the Output Port label. Press the downward arrow button to access a popup which allows the Delay Scale to be selected from the following options:

- Meters
- Feet
- Samples
- ms

6.7.2 Numeric Keypad

Tap on numbers in the keypad and they will appear in the format specified by the Delay Scale. The value will appear in red while numbers are being typed. Press [SET] to send the value to the currently selected Output Port.

6.7.3 Nudge Delay Time Values

Tap the Up and Down arrow buttons to increase/decrease the currently selected Delay Time value by one unit at a time. Press and hold either of these buttons to continuously adjust these values.

6.7.4 Copy Delay Time Value

Tap the [COPY] button to copy the current delay time value into a buffer.

Note: the value cannot be copied while numbers are being entered from the numeric keypad (i.e. while they are appearing in red).

6.7.5 Paste Delay Time Value

Tap the [PASTE] button and the value currently in the Delay Time Copy buffer will be pasted to the currently selected channel.

Note: if the Delay Scale has been changed since the delay time value was copied, it will no longer be available to be pasted.

6.7.6 Close the Delay Time Editor

Tap the [CLOSE] button to close the delay time editor and return to the Output Port Gain fader screen.

7.0 UTILITY

Press the [UTILITY] button on the left side of the Mixer window to enter this mode.

Tabs at the bottom of the UTILITY screen provide access to the following functions:

[MUTE/TAP]
- MUTE GROUP MASTERS
- TAP TEMPO

[OSCILLATOR]
- OSCILLATOR

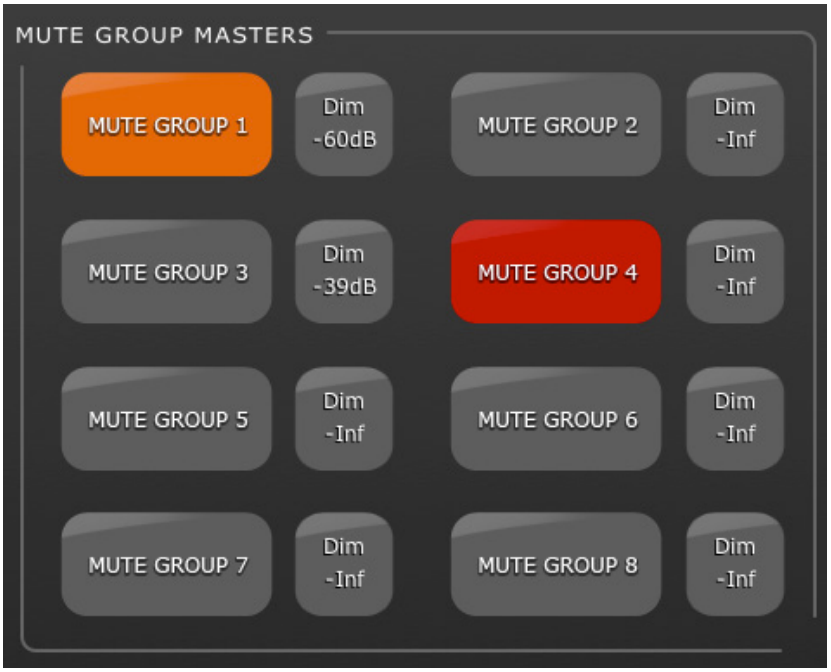
To exit from the UTILITY mode, press the [UTILITY] button, another mode button, or any bank in the “Navigation/Meter Bridge”.

7.1 MUTE GROUP MASTERS

8 buttons are provided to function as Master switches for the console’s Mute Groups. Press [MUTE GROUP X] to mute channels assigned to that Mute Group. The button will appear red (or orange) when a group is muted.

The channel [ON] buttons in the Mixer Window will blink to indicate that a channel has been muted as part of a Mute Group.

Note: assignment of channels to Mute Groups must be done in the console.

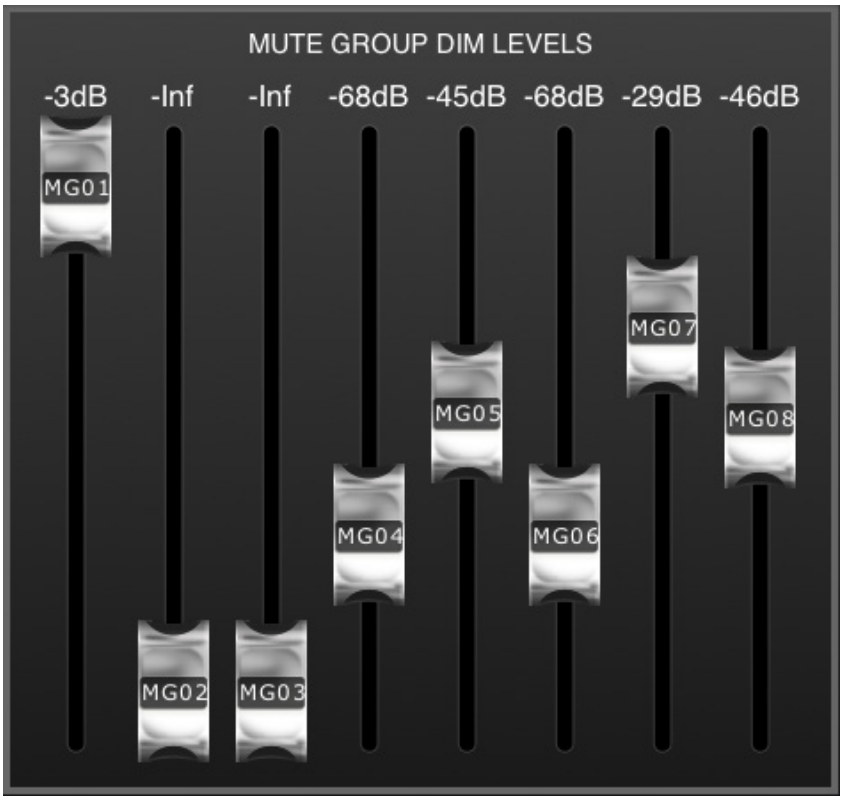


7.1.1 Mute Group Dim Level

Normally, when a channel is muted, its level is reduced to minus infinity. Alternatively, Mute Groups in CL series consoles can cause channels to have their levels dimmed rather than completely muted.

The DIM indicator next to each Mute Group Master button displays the status of Mute Group dimming. If this indicator displays “–Inf”, then channels will be muted completely when the Mute Group Master is activated. If the DIM indicator displays any other value, then channels will be dimmed by that number of dB when the Mute Group Master is active. In this case, the Mute Group Master button will display orange when active to indicate that channels are not being completely muted.

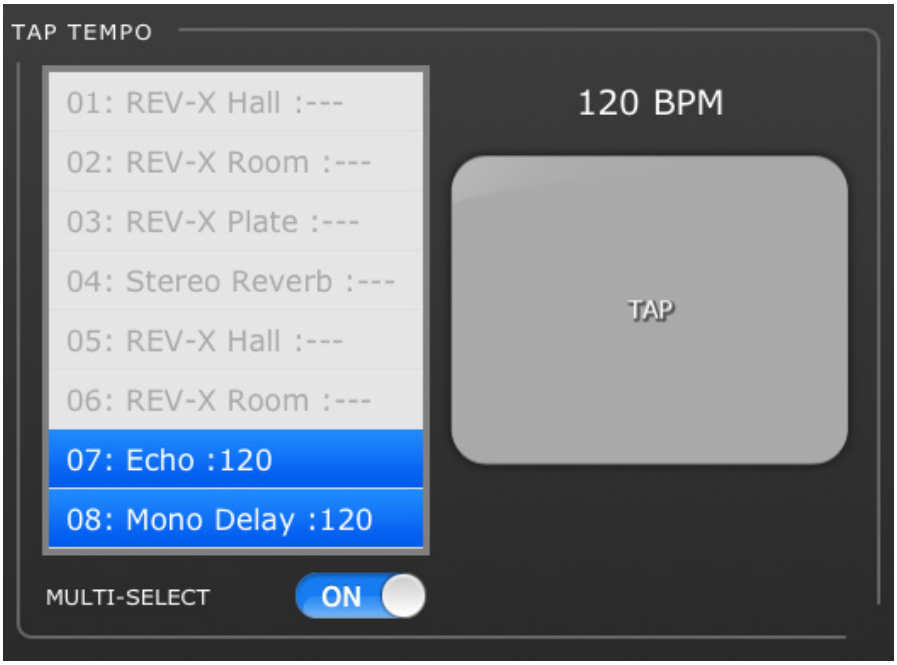
Pressing any of the Dim Level buttons will open a popup screen that allows the Dim Level parameter value to be set for each of the 8 Mute Groups.



Tap anywhere outside this popup screen to close it.

7.2 TAP TEMPO

The Tap Tempo section in the UTILITY mode allows you to tap BPM values into effects in the console that include BPM parameters.



Select the relevant effect from the list of 8 effects in the left side of this section. Effects which do not have a BPM parameter will be greyed out and cannot be selected.

Tap on the large button on the right side of the Tap Tempo section. The BPM value will be calculated by StageMix and transmitted to the selected effects in the console.

7.2.1 Multi-Select

Multiple effects can be selected allowing the BPM parameters to be set for all selected effects simultaneously. Set the MULTI-SELECT function to ON to enable selection of more than one effect simultaneously. The currently selected effects will be highlighted with white text on a blue background. Tap a highlighted effect to de-select it.

7.3 OSCILLATOR

The OSCILLATOR screen in the UTILITY mode allows you control all aspects of the Oscillator in the CL series console.

7.3.1 Oscillator Assign

In the top part of the screen, an array of buttons allow you to assign the Oscillator output to any channel or bus in the console. Each channel button displays the channel's number, name and color. Assignment to multiple channels simultaneously is allowed.

Below this area, three buttons provide access to different banks of Input or Output channels. If the Oscillator has been assigned to a channel in any of these banks, the word "ASSIGNED" will appear in that bank's button.

To the right of the bank buttons, the [CLEAR ALL] button allows all Oscillator assignments to be cleared.

7.3.2 Oscillator Output

The large [OUTPUT] button turns the Oscillator On or Off. A meter alongside this button displays the Oscillator's output level.

7.3.3 Oscillator Level Control

The horizontal LEVEL slider allows the Oscillator's level to be adjusted.

7.3.4 Oscillator Frequency

The horizontal FREQ slider allows the Oscillator's frequency to be adjusted. Note: this parameter is only available when SINE mode is active.

7.3.5 Oscillator Mode

Three buttons allow the Oscillator mode to be selected:

- SINE
- PINK NOISE
- BURST NOISE

When either PINK or BURST NOISE mode is active, additional parameters are available to be edited. Press the [EDIT] button to access a popup which allows these related parameters to be edited. Refer to the console's reference manual for more details about those parameters.

8.0 SCENE MEMORY

The Current Scene Memory number and title (name) are displayed in the upper-left corner of the StageMix Mixer window. An “E” indicator will be displayed if the Scene has been edited since it was last stored or recalled.

The Scene Memory area in the Mixer window also functions as a button which can be pressed to access the Scene Memory window.

8.1 CURRENT SCENE

The Current Scene Memory number and title also appear in the upper part of the Scene Memory window. The Scene Comment also appears in this area.

8.2 DECREMENT / INCREMENT SCENE

Buttons in the upper right part of the Scene window allow instant recall of the Previous and Next Scene relative to the current Scene. For example, if the

Current Scene is 005, pressing the [INC SCENE] button will recall Scene 006 in the console. However, if Scene 006 is empty, the next highest Scene containing data will be recalled.

Note: the [DEC SCENE] and [INC SCENE] buttons will only appear in the Scene window if the related preference has been enabled in the Setup window (refer to 9.4).

8.3 SCENE LIST

When the Scene Memory window is accessed for the first time after launching StageMix, the Scene List will be sent from the console to StageMix.

Note: if StageMix loses its Wi-Fi connection to the console, the Scene List will need to be sent from the console again after the connection is re-established.

12 Scenes can be viewed simultaneously in the Scene List. Drag up and down in the list to access other Scenes.

The Current Scene will be indicated by a check mark to the right of the Scene Title (the current scene is also displayed in the upper left portion of the Scene screen). Empty Scene Memories locations will be displayed with a grey background. Scene titles that have not been sent from the console to StageMix will be indicated by a question mark.

8.4 SCENE RANGE

If the console contains a large number of Scenes, it may take some time for the complete Scene List to be transmitted to StageMix. To minimize the time required to update the Scene List in StageMix, a Scene Range can be set so that only necessary Scenes are sent from the console to StageMix.

By default, the Scene Range is set to the full range from Scene 0 to 300. By pressing the [SCENE RANGE] button, the user can define the range of Scenes that will be updated in the Scene List. This range will be remembered by StageMix and will continue to be used until it is changed.

To update the Scene Range, tap the [SCENE RANGE] button on the right side of the Scene Memory window. A small popup will appear. Tap the [FIRST] or [LAST] button to access the iPad's onscreen keyboard. Enter a number for the First and/or Last Scenes in the Range and press Return. Then press the [UPDATE RANGE] button in this popup to update the Scene List based on the currently active range.

8.5 SELECTED SCENE

Selecting a Scene in the Scene List will cause it to be displayed in white text with a blue background. Further details about this selected Scene will be displayed to the right of the Scene List. These details include the following:

SCENE TITLE
The scene title can be edited by tapping on the title. The iPad's keyboard will appear. Tap the X button next to the title to clear the current title before typing in a new title. Then press Return.

SCENE COMMENT
The Scene Comment is displayed and can be edited using the same procedure described for the Scene Title.

TIME STAMP
This shows the time and date that the Scene was last stored. The Time Stamp is display-only.

SCENE STATUS (FOCUS and FADING)
This section displays the status of Focus and Fade Time functions for the selected Scene Memory.

8.6 STORE SCENE

Pressing the [STORE] button will cause the current console parameter settings to be stored to the currently selected Scene Memory (highlighted in the Scene List).

a) Press [STORE] and the iPad's onscreen keyboard will appear.
b) To enter a new title for this Scene, tap the X button next to the Scene Title to clear the current title.
c) Type in a new title and press the [STORE] button or Return on the keyboard.
d) A confirmation popup will appear if the STORE CONFIRMATION preference is ON in the console.

8.7 UNDO STORE

Pressing the [UNDO STORE] button will cancel the most recent Scene Store operation.

8.8 RECALL SCENE

Pressing the [RECALL] button will cause the currently selected Scene Memory (highlighted in the Scene List) to be recalled by the console. A confirmation popup will appear if the RECALL CONFIRMATION preference is ON in the console.

When a Scene Memory is recalled by the console, StageMix must synchronize itself with the current console parameter data. The status of this synchronization will be indicated by a progress bar which appears below the Current Scene number in the upper left section of the Scene Memory screen. You can exit the Scene Memory screen while synchronization is occurring but you will not be able to edit any parameters in StageMix until synchronization has been completed.

8.9 UNDO RECALL

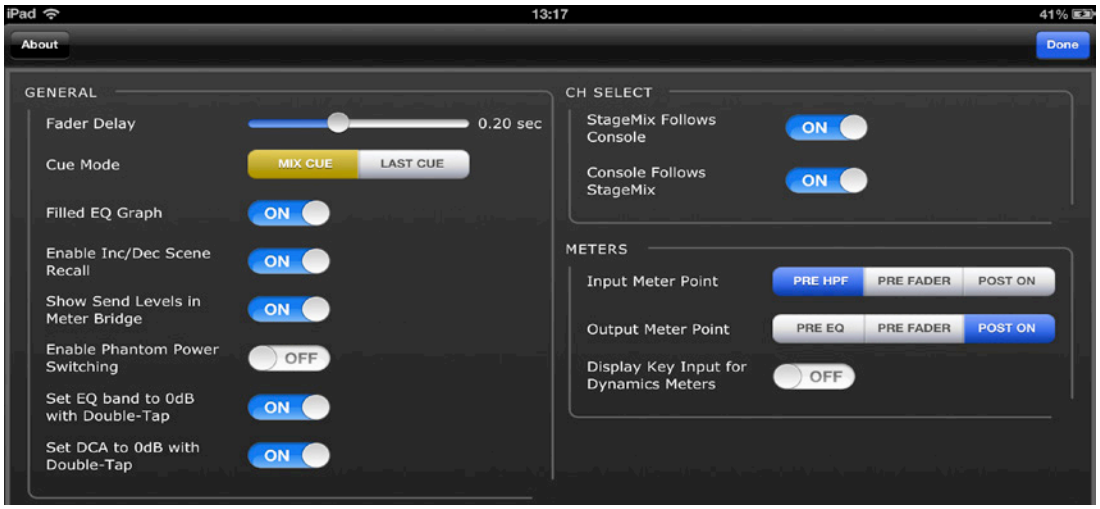
Pressing the [UNDO RECALL] button will cause the most recent Scene Recall to be cancelled. StageMix will need to synchronize with the console after executing a Scene Recall UNDO.

Press the [MIXER] button in the top-right corner of the Scene Memory window to return to the Mixer window.

9.0 SETUP

Press the [SETUP] button in the upper left area of the Mixer window to open a new window which allows user preferences to be selected.

iPad Status Bar
The iPad's Status Bar is visible in this screen, allowing the Wi-Fi signal strength and the battery charge status to be viewed.



Press [Done] in the top-right corner to return to the Mixer window.

9.1 Fader Delay

This is a safety function to avoid accidental fader movements. The value set here is the time needed to wait between touching a fader and being able to move it.

9.2 Cue Mode

When the [LAST CUE] button is highlighted yellow, only one channel can be cued at a time. When [MIX CUE] is highlighted, multiple channels can be cued simultaneously.

9.3 Filled EQ Graph

When this preference is ON, the EQ graph will be filled in, as it is on the CL series screen. When it is off, only the outline of the graph will be shown.

9.4 Enable Inc/Dec Scene Recall

When this preference is ON, buttons will appear in the Scene Memory screen that allow instant recall of the Next or Previous Scene Memory. Refer to section 8.2 for more details.

9.5 Show Send Levels in Meter Bridge

When this preference is ON, the send levels for the currently selected "MIX ON FADERS" will appear in the "Navigation/Meter Bridge" in "SENDS ON FADERS" mode. If this preference is OFF, the input levels will be displayed.

9.6 Enable Phantom Power Switching

When this preference is ON, phantom power for each input channel can be turned On or Off while in GAIN mode in the Mixer window. If this preference is OFF, phantom power indicators will be display-only.

9.7 Set EQ band to 0dB with Double-Tap

When this preference is ON, Parametric and Graphic EQ Gains can be set to 0dB by double-tapping on the EQ band.

9.8 Set DCA to 0dB with Double-Tap

When this preference is ON, a DCA fader can be set to exactly 0dB by double-tapping on the fader cap.

9.9 Channel Select – StageMix Follows Console

When this preference is ON, the currently selected channel in the StageMix Parametric and Graphic EQ screens will follow the Selected Channel in the CL series console.

9.10 Channel Select – Console Follows StageMix

When this preference is ON, the Selected Channel in the CL series console will follow the currently selected channel in the EQ screens of StageMix.

9.11 Input Meter Point

Metering for Input Channels in StageMix can be taken from one of three points in the signal path:

- Pre HPF
- Pre Fader
- Post On

With CL console firmware V1.7 or higher, four meter points are available:

- Pre Digital Gain
- Post Digital Gain
- Pre Fader
- Post On

9.12 Output Meter Point

Metering for Output Channels in StageMix can be taken from one of three points in the signal path:

- Pre EQ
- Pre Fader
- Post On

9.13 Display Key Input for Dynamics Meters

When this preference is ON, the input meters displayed in the Dynamics Processor thumbnails in the Mixer window will show the level of the Key Input signal for every Dynamics Processor. If this preference is Off, the input signal going into the Dynamics Processors will be displayed.

10.0 Troubleshooting

10.1 No Wi-Fi Available

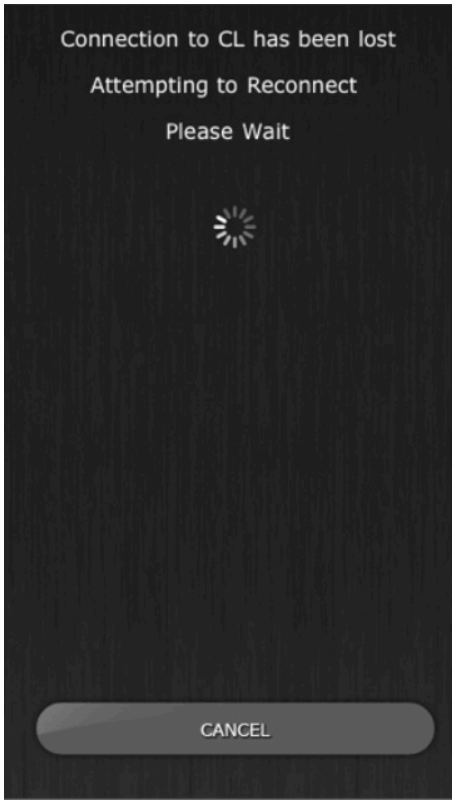
If this message appears after launching StageMix, this indicates that the iPad is not connected to a Wi-Fi access point or that Wi-Fi may be switched off in the iPad. Refer to sections 2.0 and 3.2 for details about Wi-Fi hardware configuration and iPad Wi-Fi settings.

10.2 Connection Error

If this message appears after selecting a mixer and pressing [CONNECT], this indicates that StageMix cannot connect to the console. This may be due to incorrect IP Address or MAC Address settings in either the console or StageMix. Verify that the settings in the console match the settings in StageMix. Refer to 3.1 and 3.3.2 for details about these settings. This problem will also occur if the console is not turned On.

10.3 Connection Lost

If StageMix loses its connection to the console, the following message will appear. Operation of StageMix is not possible while this message box is onscreen. StageMix will automatically attempt to reconnect to the console. If this is successful, StageMix will re-synchronize with the console data and operation will become available again.



10.4 DHCP Server Setup on WAP/Router

a) Log onto the web control page of your Wireless Access Point or Router using a web browser.
b) Enable the DHCP server.
c) Set the upper and lower limits of the IP addresses the DHCP server can assign.
d) Ensure your console's IP address is outside this range, or reverse its IP address (e.g. DHCP range 192.168.1.3 to 192.168.1.128 when the console's IP address is 192.168.1.2)

Note: not all Wireless Access Points will feature a DHCP Server. In those cases, please setup your iPad using a Static IP Address.

10.5 Using StageMix with CL Editor

If DHCP is used on the iPad and the CL Editor is being used simultaneously, care must be taken with regard to the IP address of the computer used for the Editor. In this case, it may be necessary to use DHCP on the computer rather than a Static IP Address.

10.6 “Redirect to Internet” Problem with iOS 6 or higher

Since the release of iOS 6 or higher, your iPad may try to access the Internet at the time of selecting a Wi-Fi network. Depending on the set-up or model of your Wi-Fi device (Router or Access Point), the message "cannot connect with the Internet" may appear on your iPad screen and StageMix might be unable to connect with a console.

Internet access is unnecessary for the connection between StageMix and console and it is recommended that you should not have an internet connection when using StageMix. So if you experience this problem, you can prevent this message from appearing by disabling the "Redirect Function for Internet connection" in your Wi-Fi device. Please ask the Wi-Fi device manufacturer about the way to disable "Redirect Function for Internet connection".

10.7 Graphic EQ Doesn’t Affect the Sound

If a Graphic EQ is assigned to an input channel or Mix/Matrix bus but it doesn’t seem to be affecting the sound on that channel, it could be that the Insert for that channel has been switched Off. Check the state of the Insert ON switch in the console.

10.8 Problems Moving Multiple Faders

・If Multitasking Gestures is ON, it may not be possible to move more than three faders simultaneously in StageMix. When using StageMix, it is recommended that Multitasking Gestures be turned OFF.

a. Open the iPad “General” menu
b. Set the button for “Multitasking Gestures” to OFF

・If the "Zoom" function in the "Accessibility" menu is ON, it may not be possible to move more than two faders simultaneously in StageMix. When using StageMix, it is recommended that "Zoom" be turned OFF.

a. Open the iPad "General" menu.
b. Select "Accessibility,” and then set the button for “Zoom” to OFF.

10.9 StageMix Facebook Page

To exchange information and tips with other StageMix users, please visit our Facebook page: http://www.facebook.com/StageMix

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